

WHAT IS CLAIMED IS:

1. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past
5 activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, and information about
10 application of the knowledge;

a unit for associating the information about a personal experience and the information about application of the knowledge with an activity where the experience has been gained;

a unit for associating the information about acquired
15 knowledge with a knowledge creation process expressing a process for creating the knowledge which converts an experience into knowledge; and

a database for classifying by the activity and the knowledge creation process, and storing the information about
20 an experience and information about knowledge and information about application of knowledge.

2. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse
25 of knowledge which converts an experience gained from a past

activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity and information about knowledge acquired from the experience in a text format;

a dictionary unit for recording words for defining activities; and

an analysis unit for analyzing an inputted text and referring to the dictionary unit to identify an activity corresponding to an experience from which knowledge described in the text has been acquired.

3. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity and information about knowledge acquired from the experience in a text format;

a dictionary unit for recording words for defining knowledge creation processes expressing processes for creating knowledge which convert an experience into knowledge; and

an analysis unit for analyzing an inputted text and referring to the dictionary unit to identify a knowledge creation

process corresponding to knowledge described in the text.

4. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse
5 of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity and information about
10 knowledge acquired from the experience in a text format;

a dictionary unit for recording words for defining activities and words for defining knowledge creation processes expressing processes for creating knowledge; and

an analysis unit for analyzing an inputted text and
15 referring to the dictionary unit to identify an activity corresponding to an experience from which knowledge described in the text has been acquired, and a knowledge creation process corresponding to the knowledge described in the text.

20 5. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

25 a unit for inputting information about a period of an

experience of acquiring knowledge, information about knowledge acquired from the experience, and information about an individual possessing the knowledge;

an analysis unit for analyzing a propagation state of the knowledge among individuals; and

a unit for displaying and outputting the analyzed propagation state of the knowledge.

6. The experience-knowledge information processing apparatus as claimed in claim 5, further comprising:

an analysis unit for calculating a propagation velocity of knowledge among individuals based on the inputted information about a period of an experience.

7. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, and information about application of the knowledge;

an analysis unit for identifying an activity corresponding to an experience from which knowledge has been

acquired, and an activity to which the knowledge has been applied; and

a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each activity.

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8. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and
10 applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, and information about application of the knowledge;

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an analysis unit for identifying a knowledge creation process which converts an experience into knowledge and a knowledge creation process which applies knowledge to a new activity; and

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a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each knowledge creation process.

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9. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past

activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, information about application of the knowledge, information about a job category where the experience has been gained, and information about a job category to which the knowledge has been applied; and

a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each job category.

10. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, and information about application of the knowledge;

an analysis unit for identifying an activity corresponding to an experience from which knowledge has been acquired or an activity to which the knowledge has been applied, and identifying a knowledge creation process of the knowledge acquired from the experience;

a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each activity and each knowledge creation process; and

a unit for displaying the calculated total number of pieces
5 of knowledge in a two-dimensional table with activities and knowledge creation processes in columns and rows.

11. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse
10 of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about
15 knowledge acquired from the experience, information about application of the knowledge, and information about a job category where the experience has been gained or the knowledge has been applied;

an analysis unit for identifying an activity where
20 knowledge has been acquired from an experience or the knowledge has been applied, and identifying a job category where the experience has been gained or the knowledge has been applied;

a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each activity and each
25 job category; and

a unit for displaying the calculated total number of pieces of knowledge in a two-dimensional table with activities and job categories in columns and rows.

- 5 12. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity, comprising:

10 a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, information about application of the knowledge, and information about a job category where the experience has been gained or the knowledge
15 has been applied;

an analysis unit for identifying a knowledge creating process of knowledge acquired from an experience and a knowledge creating process which applies knowledge to a new activity;

a unit for calculating a total number of pieces of knowledge
20 acquired or applied in accordance with each job category and each knowledge creation process; and

a unit for displaying the calculated total number of pieces of knowledge in a two-dimensional table with job categories and knowledge creation processes in columns and rows.

13. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and
5 applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, information about application of the knowledge, and information about a period
10 of the experience in which the knowledge has been acquired or applied;

an analysis unit for identifying an activity corresponding to an experience where knowledge has been acquired or an activity where the knowledge has been applied; a unit
15 for calculating a total number of pieces of knowledge acquired or applied in accordance with each activity and each period; and

a unit for displaying the calculated total number of pieces of knowledge in a two-dimensional table with activities and
20 periods in columns and rows.

14. An experience-knowledge information processing apparatus that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past
25 activity into knowledge by a knowledge creation process and

applies the knowledge to a new activity, comprising:

a unit for inputting information about a personal experience gained from a past activity, information about knowledge acquired from the experience, information about application of the knowledge, and information about a period of the experience in which the knowledge has been acquired or applied;

an analysis unit for identifying a knowledge creation process of knowledge acquired from an experience, and a knowledge creation process where the knowledge has been applied;

a unit for calculating a total number of pieces of knowledge acquired or applied in accordance with each knowledge creation process and each period; and

a unit for displaying the calculated total number of pieces of knowledge in a two-dimensional table with knowledge creation processes and periods in columns and rows.

15. A program for making a computer execute a knowledge management process based on personal experiences, the computer executing the knowledge management process for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity based on inputted information including information about a personal experience gained from a past activity, information about knowledge

acquired from the experience and information about application of the knowledge, the knowledge management process including:

associating the information about a personal experience and the information about application of the knowledge with
5 an activity where the experience has been gained;

associating the information about acquired knowledge with a knowledge creation process expressing a process for creating the knowledge which converts an experience into knowledge; and

classifying by the activity and the knowledge creation
10 process, and storing the information about a personal experience, information about acquired knowledge about application of information in a database.

16. A program for making a computer execute a knowledge
15 management process based on personal experiences, the computer executing the knowledge management process for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity based on inputted
20 information including information about a personal experience gained from a past activity, information about knowledge acquired from the experience and information about application of the knowledge, the knowledge management process including:

identifying an activity where the knowledge has been
25 acquired from the experience, and an activity where the knowledge

has been applied; and

calculating a total number of pieces of knowledge acquired
or applied in accordance with each activity.

5 17. A program for making a computer execute a knowledge
management process based on personal experiences, the computer
executing the knowledge management process for reuse of
knowledge which converts an experience gained from a past
activity into knowledge by a knowledge creation process and
10 applies the knowledge to a new activity based on inputted
information including information about a personal experience
gained from a past activity, information about knowledge
acquired from the experience and information about application
of the knowledge, the knowledge management process including:
15 identifying a knowledge creation process in which the
knowledge has been acquired by converting from the experience
and a knowledge creation process in which the knowledge has
been applied to a new activity; and

calculating a total number of pieces of knowledge acquired
20 or applied in accordance with each knowledge creation process.

18. A program for making a computer execute a knowledge
management process based on personal experiences, the computer
executing the knowledge management process for reuse of
25 knowledge which converts an experience gained from a past

activity into knowledge by a knowledge creation process and applies the knowledge to a new activity based on inputted information including information about a personal experience gained from a past activity, information about knowledge
5 acquired from the experience, information about application of the knowledge, information about a job category where the experience has been gained, and information about a job category to which the knowledge has been applied, the knowledge management process including:

10 calculating a total number of pieces of knowledge acquired or applied in accordance with each job category.

19. A program for making a computer execute a knowledge management process based on personal experiences, the computer
15 executing the knowledge management process for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creation process and applies the knowledge to a new activity based on inputted information including information about a period of a personal
20 experience gained from a past activity, information about knowledge acquired from the experience, and information about an individual possessing the knowledge, the knowledge management process including:

 analyzing a propagation state of the knowledge among
25 individuals; and

displaying and outputting the analyzed propagation state of the knowledge.

20. The program as claimed in claim 19, the knowledge management
5 process further including:

calculating a propagation velocity based on the propagation state of the knowledge among the individuals.

21. An experience-knowledge information processing method that
10 manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creating process and applies the knowledge to a new activity, comprising:

analyzing an inputted electronic data text by a computer
15 process including information about a personal experience gained from a past activity, information about knowledge acquired from the experience and information about application of the knowledge;

associating by a computer process the information about
20 a personal experience and the information about application of the knowledge with an activity where the experience has been gained; and

associating by a computer process the information about
acquired knowledge with a knowledge creation process expressing
25 a process for creating the knowledge which converts an experience

into knowledge.

22. An experience-knowledge information processing method that manages knowledge based on personal experiences for reuse of
5 knowledge which converts an experience gained from a past activity into knowledge by a knowledge creating process and applies the knowledge to a new activity, comprising:

analyzing an inputted electronic data text by a computer process including information about a personal experience
10 gained from a past activity, information about knowledge acquired from the experience and information about application of the knowledge;

identifying an activity by a computer process where knowledge has been acquired from an experience and an activity
15 where the knowledge has been applied; and

calculating by a computer process a total number of pieces of knowledge acquired or applied in accordance with each activity.

20 23. An experience-knowledge information processing method that manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creating process and applies the knowledge to a new activity, comprising:

25 analyzing an inputted electronic data text by a computer

process including information about a personal experience gained from a past activity, information about knowledge acquired from the experience and information about application of the knowledge;

5 identifying a knowledge creation process by a computer process where the knowledge has been acquired by converting from the experience and a knowledge creation process where knowledge has been applied to a new activity; and

calculating by a computer process a total number of pieces
10 of knowledge acquired or applied in accordance with each knowledge creation process.

24. An experience-knowledge information processing method that manages knowledge based on personal experiences for reuse of
15 knowledge which converts an experience gained from a past activity into knowledge by a knowledge creating process and applies the knowledge to a new activity, comprising:

analyzing an inputted electronic data text by a computer process including information about a personal experience
20 gained from a past activity, information about knowledge acquired from the experience, information about application of the knowledge, information about a job category where the experience has been gained, and information about a job category to which the knowledge has been applied; and

25 calculating by a computer process a total number of pieces

of knowledge acquired or applied in accordance with each job category.

25. An experience-knowledge information processing method that
5 manages knowledge based on personal experiences for reuse of knowledge which converts an experience gained from a past activity into knowledge by a knowledge creating process and applies the knowledge to a new activity, comprising:

analyzing an inputted electronic data text by a computer
10 process including information about a period of an experience gained from a past activity, information about knowledge acquired from the experience and information about an individual possessing the knowledge;

analyzing by a computer process a propagation state of
15 the knowledge among individuals; and

displaying and outputting by a computer process the analyzed propagation state of the knowledge.

26. The experience-knowledge information processing method as
20 claimed in claim 25, further comprising:

calculating a propagation velocity by a computer process based on the propagation state of the knowledge among the individuals.